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ATLUS®

PIECES™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

CONTENTS

STORY 3
GETTING STARTED 3
CONTROLS 4
PLAY MODES 5
1P VS. COM 6
PLAY SCREEN 7
1P VS. 2P 8
VS. ITEMS 9
JIGSAW MODE 10
SCORING IN JIGSAW 12
BONUS ROUND 14
WARRANTY 15

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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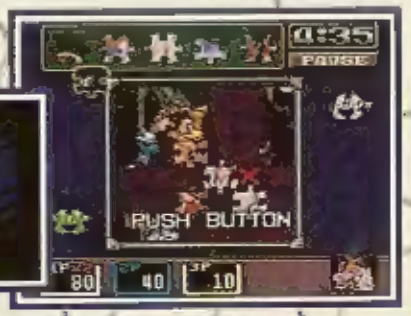
STORY

If you're looking for some mind-bending, brain-twisting puzzle action, Pieces is the name of the game--it will thrill you to pieces! This is no ordinary puzzle game. Pieces features a variety of difficulty levels and modes of play that will keep children and adults busy for hours. They can even team up and play together! Players piece together images while earning special Items along the way. Whether you're facing a computer-controlled opponent or a friend, these Items will help give you an edge on the competition. Let's get going and get our piece of the action!

GETTING STARTED

While the power is turned OFF, insert your Pieces Game Pak into the Super NES. If you are planning on playing a game with more than two players, plug in you multi-player adaptor at this time. Switch the power ON, and you'll be ready to go!



CONTROLS

Whether you choose to use the conventional Control Pad or the Mouse, you'll be picking up Pieces in no time. Simply following the instructions below to get started.

CONTROL PAD

Although Pieces is a puzzle game, playing with the Control Pad is easy and allows for a wide variety of options.

• L & R

Pressing the L or R Buttons will speed up the movement of the cursor.

• CROSS KEY

Pressing the Cross Key determines the direction of the cursor.

• A

You may press the A Button to select a piece, fit a piece or use a special item.

• B

If you select a piece by mistake, press the B Button to release it. You may also grab an opponent's piece by pressing B.

• START

Press Start to pause the game. Press Start again to resume playing.

• SELECT, X AND Y

Don't worry if they don't work—the Select, X and Y Buttons are not used in this game.

MOUSE

The following instructions are for those who enjoy the convenience of using the Mouse.

• LEFT BUTTON

Like the A Button on the Control Pad, the Left Button on the Mouse is used to select a piece, place a piece and use items.

• RIGHT BUTTON

The Right Button on the Mouse is used to drop a piece you do not want to place. Later, you may make off with the opponent's piece by clicking the Right Button.

PLAY MODES

Pieces offers hours of head-scratching fun for even the most clever of puzzle problem-solvers. One can try his luck against computer opponents of varying skill, or get a whole group into the action by using the four-player adapter.

1 • 1P VS. COM

In 1P VS. COM mode, it's an all-out battle of wits against that seemingly infallible entity, the computer. The prowess of the other "player," however, will vary greatly according to the Difficulty Level you choose. It's probably best for the beginners to start out on Easy Mode before venturing out into the treacherous worlds of Normal and Hard Mode.

2 • 1P VS. 2P

Once you've practiced with the computer, try testing what you're made of against a friend. You can even set a handicap to offset any difference in ability between you and your challenger.

3 • JIGSAW

Jigsaw Mode is the place to go when more than two players want to put the pieces in place, but just one can play, too. As many as five people can team up to solve puzzles from eight different themes. Because there are a total of 64 puzzles the group will stay busy!

4 • SOUND

Use the Sound Option on the menu to toggle between stereo and monaural sound.

5 • BGM

Use the BGM Option turn the background music off and on.

1P VS. COM

The object of each Stage in One-Player Mode is to complete three pictures before the computer does. To view the ending, finish all eight Stages without losing to the computer. If the computer beats you, you'll still have more chances to get even.

DIFFICULTY SCREEN

The computer opponents you'll face each have unique abilities, and you'll find that they become more and more difficult to defeat as the Stages progress. For example, the opponent in Stage Two is Delinquent Boar. He is relatively easy to beat because he wastes time and makes many useless moves. The Stage Five opponent, Tinker Bellgandff, is more difficult to beat because she will try any trick to slow you down. Selecting the difficulty level allows you to skip opponents you've already beaten.

1 • EASY

You'll start with the Stage One if you choose Easy Mode. You'll have the advantage, as Rice Bowl Crab can only move sideways.

2 • NORMAL

Choose Normal Mode to begin in Stage Three. The challenger here, Geeky Gilbert, always begins with the border pieces.

3 • HARD

Hard Mode is for those who fancy themselves as particularly outstanding in the puzzle-solving department. You'll begin at Stage Six.

PLAY SCREEN

Because a big part of being successful in playing Pieces lies in how well and how fast one can negotiate his way around the playing board, it's important to get familiar with the Playing Screen. The fact that the Board shows the outline of the pieces may make Pieces seem like a piece of cake, but looks can be deceiving. Many pieces have the same shape, so don't surprised if you make a few wrong moves!

1 • PLAYER 1

Player One plays the board on the left side of the screen, and Player Two a computer controlled or human challenger plays the board on the right side of the screen.

2 • PIECES

You will be able to see and choose from three pieces at a time. Once you pick up a piece, another will take its place. Discarded pieces will cycle through again.

3 • PUZZLE

This indicates which puzzle you are in the process of completing. You must finish three before the opposing side does, so keep an eye on his puzzle number, too!

4 • ITEMS

Each Item that is earned appears in a box along the left side of the screen. To use an Item, select it by pressing the A Button or click the Left Button on the Mouse.

5 • BOARD

For a brief time at the beginning of each puzzle, you will be able to view the solution. Study it carefully, because after that, it's only the outline of the pieces you'll see.

6 • POWER

The Timer stops as soon as your piece is correctly placed. Left over time is stored in the Power Meter, and when it is filled, you'll earn a helpful Item.

1P VS. 2P

The object of 1P VS. 2P Mode is similar to that of the 1P VS. COM Mode - the first person to complete three puzzles is the winner. The exception, of course, is that your challenger is human! Go for a quick single game, or try a "best of three" or "best of five" series to see who falls to pieces in the long run.

HANDICAP SELECT SCREEN

To account for the fact that no two players were created equal, Pieces allows each player to set a handicap in the Handicap Selection Screen before beginning a game in 1P VS. 2P Mode. Collecting Items is the name of the game, and time is of the essence. For a slow Timer and easier game, choose a higher number. To make the battle more difficult, choose a lower number for a fast Timer.

1 • PLAYER 1

Each player may choose a Timer Speed. Player One's Handicap is displayed on the blue bar. If you're just a beginner, choose a slower timer.

2 • PLAYER 2

Player Two chooses a Handicap on the green bar. Press Start to lock in the choice. More advanced players should choose a faster timer.

3 • POWER

Because the amount of time you have left over determines how much the Power Meter will fill up, it will also affects the number of Items you'll get.

VS. ITEMS

A perfect Pieces player must be able to focus attention on the pieces, the puzzle, the opponent and use Items strategically - all at the same time! Items can be a great help, but be aware that some Items may not appear in every game.

COOL ITEMS

Once you use an Item from your list, they'll all disappear and you have to starting building a new supply of Items.

• SEARCH

This gives away the positions of the 3 pieces at the top of the screen.

• DOUBLE

This Item hides 2 spaces of your opponent's piece selection space.

• SONAR

This will direct you to the correct position of the piece you have.

• GRAPHICS

This will show a light sketch of the solution, but only for a short time.

• STOP

This temporarily makes your opponent's cursor as slow as molasses.

• MIRROR

This protects you from one attack and reflects back to the opponent.

• SYRINGE

The Syringe drains away all of your opponent's Items.

• AUTO

The Auto Item will place pieces automatically as you select them.

• REVERSE

Throw your opponent off with this. His cursor will move in reverse!

• SWEEPER

This Item sweeps away half of the opponent's fitted pieces.

• HELP

A Helper will temporarily help in putting the pieces together.

JIGSAW MODE

The object of Jigsaw Mode is for each player, up to five, to complete a puzzle and earn points. The player earning the most points wins. When using the four-player adaptor, the Mouse cannot be used, nor can you refer to the miniature version of the solution normally displayed in the lower right corner of the screen.

GENRE SELECT

There are eight genres of images to choose from in Jigsaw Mode. In each Genre, there are eight puzzles. The small puzzles contain 36 pieces, the medium puzzles contain 48 pieces, and the large puzzles contain 60.

• THE WORLD
See scenes from around the world like the Leaning Tower of Pisa.

• LAND AND SEA
Try your luck from the highest mountain to the deepest sea.

• ANIMALS
Pick your brain and piece together a litter of puppies.

• DINOSAURS
Learn a bit about our prehistoric predecessors here.

• PLANES
Face an F-15 Eagle head-on in this uplifting genre.

• SPORTS
Tennis anyone? You could win 3-Love in this genre.

• ANIMATION
Try your luck in the nutty cartoon genre of Animation.

• ???
The images in this genre are a mystery!

GAME TYPE

In Jigsaw Mode, after selecting a genre, you'll have a chance to set the level of difficulty. Each of the four game types contains a different configuration of variables which determine whether the puzzles will be quick picks or serious head-scratchers. One should take into consideration the age and skill levels of the players when choosing the game type. If a large group is playing, it might be fun to practice with an easy type, then quickly move up to the hard stuff!

• TYPE A

Type A is the easiest type of game of the four. Helpful features include an eight minute time limit. Plus, there are no trick pieces to fake you out. Best of all, there is a diagram of the solution to refer to. Even though this mode is basic, children will most likely enjoy the challenge with a minimum of frustration.

• TYPE B

Like Type A, Type B has a diagram of the solution for players to refer to. It, too, contains none of those confusing fake piece. What it comes down to is the challenge of only having five minutes to complete the puzzle correctly. This mode is perfect for kids who have already mastered the Type A game.

• TYPE C

Type C is really where the line is drawn between the novice puzzle players and the experts. This mode still features the miniature solution, but there will be fake pieces thrown in at random. There's no way to know which are real and which are fake! To add pressure to the game, the time limit is a mere three minutes.

• TYPE D

Type D is the most difficult mode one can choose in Jigsaw Mode. Although there is no time limit, you'll need all the time you can get! There is no miniature diagram to refer to, and there are plenty of fake pieces to have you puzzled for a long time. Type D in Jigsaw Mode is a must for the advance Pieces person.

SCORING IN JIGSAW

The name of the game in Jigsaw Mode is to collect as many points as possible to beat out the competition. The scoring possibilities are nearly limitless.

SCORING POINTS

Scoring points is relatively simple. Keep in mind, however, that it can be just as easy to lose points as it is to gain them.

- For each correctly placed puzzle piece, you'll receive 10 points.
- For each incorrectly positioned piece, you'll lose 10 points and five seconds off the Timer.
- Indecision can be costly! Discard a piece and it's minus five points.

ROULETTE SCORING

Occasionally, a piece will appear on the screen flashing. Correctly place the piece in its spot and the Points Wheel will spin. Who knows what you'll get!

- x 2..... All points, including minus points, are doubled until the next Puzzle.
- +100..... You'll receive 100 extra points if this number comes up.
- +30..... This may be more valuable than points—it adds 30 extra seconds to the timer.
- +500..... You've hit the jackpot and won 500 extra points.
- -100..... With a decrease of 100 points, Roulette scoring doesn't always bring rewards.
- Nothing...No problem—even nothing is better than minus something.

STEALING PIECES

Stealing is not an encouraged activity, but when your puzzle pride is on the line, you have to do whatever you have to do.

- Press and hold the B Button on the Control Pad, or click and hold the Right Mouse Button until the Cursor begins to flash. While it's flashing, move the Cursor over your opponent's piece and press A (or click the Left Mouse Button).
- The piece then begins to float away. Whoever grabs the piece first gets to keep it. In a bind, this method is much faster than waiting for the piece you need to cycle through the Piece Selection Screen.

CARRY OVER TIME

If you complete a puzzle before the timer expires, the left over time, up to a maximum of 60 seconds, will be added to the timer on the next puzzle.

GAME OVER (JIGSAW MODE)

Whether it's just you and a friend who are taking the Pieces plunge, or it's a whole group getting together for the fun, the game isn't really ever over! There are times, though, that there will be setbacks.

- In Jigsaw Mode, the game is over if you cannot complete a puzzle when the timer runs out.
- You may continue at the beginning of the stage you were in, and an extra 30 seconds will be added.
- If you choose not to continue at this point, the Point Ranking screen will appear.
- The results are listed on the Point Ranking screen after each genre is completed.

BONUS ROUND

The opportunity to earn extra points arises in a Bonus Round. Compare and Contrast appears after the third and sixth Puzzles are completed in a genre.

COMPARE AND CONTRAST

Compare and Contrast is exactly what it sounds like, and for those of you who pay close attention to detail, it should be right up your alley! Hundreds of Bonus Points are at stake.

- Of two pictures shown, the one on the right contains ten mistakes.
- Press the A Button (or Left Mouse Button) over the squares you think are wrong.
- Choose your squares wisely, as you only have 12 chances to find the ten squares.
- The time limit is 60 seconds, and the Bonus Game cannot be paused.

BONUS POINTS

Try to collect as many extra Bonus Points as possible by pointing out the differences in the Compare and Contrast game, but if you find that you're unlucky, you won't lose points.

- Correct answers are worth 80 points each. You'll receive the total minus 80 points for each incorrect answer.
- If your total incorrect answers outnumber the correct ones, you'll get no Bonus Points.

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